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at the heart of the
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- Interact with new characters from the Chamber of Secrets, including Dobby™, Lockhart, and Ginny Weasley™



Harry Potter AND THE CHAMBER OF SECRETS™

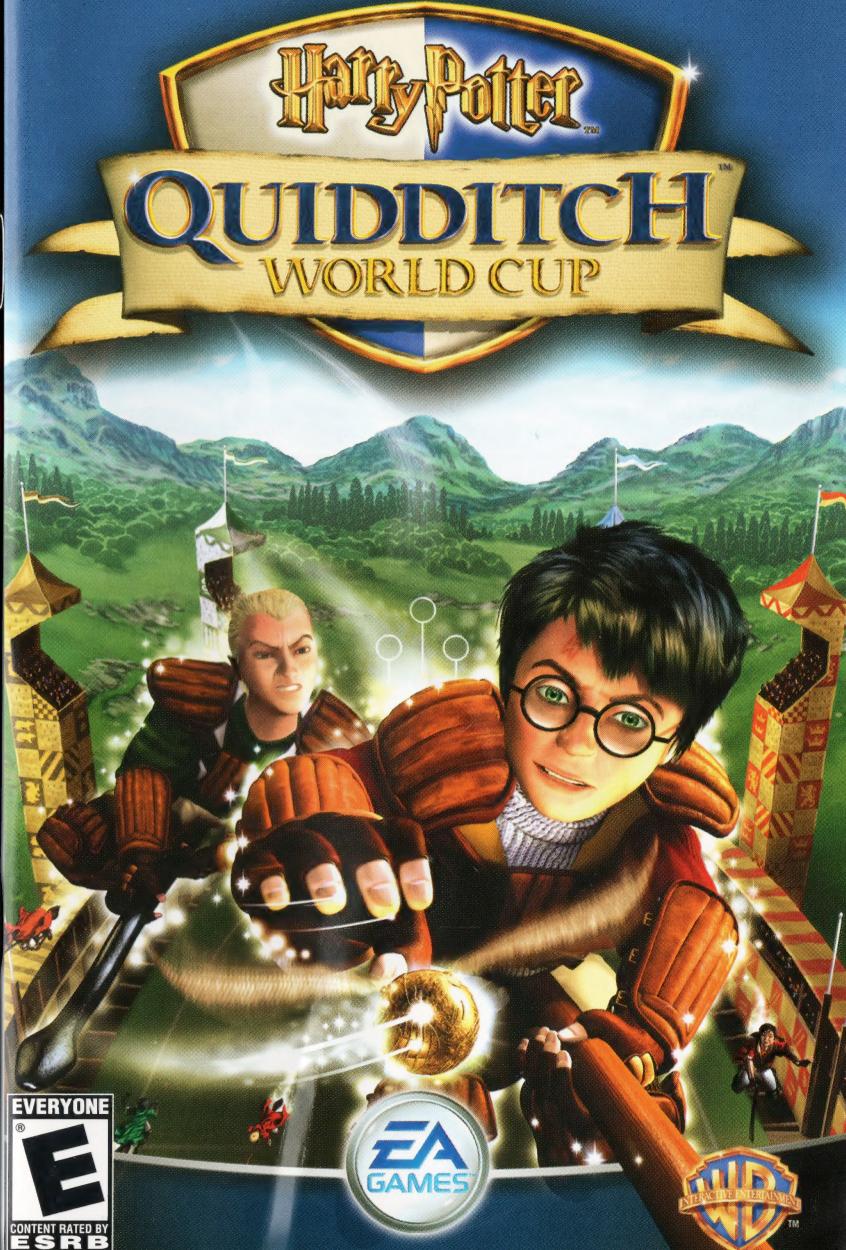


Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065

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(S03)



Basic Controls

Before you can dominate the air like the Bulgarian national team, you need to learn the basic controls for this most popular of wizarding sports.

ACTION	PLAYER 1	PLAYER 2
Action button (Hold down to increase power of action)	Left-click or Number pad [5]	[J]
Broomstick directional control	[↑/↓/←/→]	[W/S/A/D]
Shoot (while in the scoring area)	Right-click or Number pad [6]	[K]
Bludger attack	Right [CTRL] or Number pad [4]	[H]
Quaffle control (push and hold in desired direction of pass or shot)	Mouse movement	N/A
Pause Game (during a match)	[ESC]	[ESC]

Note: If you wish to use a PC controller please refer to CONTROLLER CONFIG in the Options section on p.22.

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Introduction

Welcome to the magical world of *Harry Potter: Quidditch World Cup*. Quidditch is an incredibly exciting, high-speed broomstick-based game. It's a sport that has been enjoyed by witches and wizards alike since its eleventh century beginnings on Queerditch Marsh in England.

Quidditch can be described as a cross between the non-magical sports of soccer and basketball, with the speed and maneuvering skills of ice hockey. It contains all the excitement, teamwork and individual flair of those games – but is played on flying broomsticks!

Now's your chance to learn the rules – and the skills – necessary to play for one of the house Quidditch teams at Hogwarts School of Witchcraft and Wizardry. With tutoring from the house Quidditch teams, embark on a journey that will take you from the basics of broomstick control to the hard-won skills required to pull off amazing Special Moves.

If you excel in playing Quidditch at Hogwarts, you could win the Hogwarts Quidditch Cup and an opportunity to attend this year's hotly anticipated Quidditch World Cup! Along the way, you'll collect Quidditch Cards and perhaps pick up some of the most awe-inspiring Special Moves ever made on a broomstick.

At the World Cup, play with some of the world's best Quidditch teams and experience the thrills, spills and adrenaline-fuelled excitement of this top-flight magical sport. Only then will you have the chance to beat the best and raise aloft the ultimate prize – the Quidditch World Cup!

Game Features

- Learn the basics of Quidditch at Hogwarts with students Harry Potter, Draco Malfoy, Cedric Diggory and Cho Chang.
- Once you're ready, take on Slytherin, Gryffindor, Ravenclaw or Hufflepuff for a chance to win the Hogwarts Quidditch Cup.
- Play a *Harry Potter: Quidditch World Cup* Exhibition Match. Mount your broomstick against the computer or your pals in a head-to-head Exhibition Match.
- Collect enough Quidditch Cards, and you could be in line for some very special surprises, including the ability to play on lightning fast, premier broomsticks.
- Win your place at the Quidditch World Cup, and play with the best Quidditch teams in the wizarding world.

- Experience the sights and sounds of some of the most amazing Quidditch stadiums on the planet.
- Master electrifying Special Moves. Besides the spectacular feints, passes and tackles, *Harry Potter: Quidditch World Cup* features some of the most famous – and death-defying – moves in International Quidditch.

For more information about *Harry Potter*, visit www.harrypotter.com.

For more information on the EA GAMES range of Harry Potter video games, visit www.harrypotter.ea.com.

Complete Controls

Menu Controls

ACTION	CONTROL
Select/Accept (Advance to next screen)	RETURN
Go Back	BACKSPACE
Highlight an Option	↑/↓
Change Settings/Options	□/□
Open Inventory	TAB
Quit or Pause	ESC

General Gameplay

ACTION	PLAYER 1	PLAYER 2
Action button (Hold down to increase power of action)	Left-click or Number pad 5	J
Broomstick directional control	↑↓←→	W/S/A/D
Shoot (while in the scoring area)	Right-click or Number pad 6	K
Bludger attack	Right [CTRL] or Number pad 4	H
Quaffle control (push and hold in desired direction of pass or shot)	Mouse movement	N/A
Pause Game (during a match)	ESC	ESC

Note: If you wish to use a PC controller please refer to CONTROLLER CONFIG in the Options section on p. 22.

With the Quaffle

ACTION	PLAYER 1	PLAYER 2
Pass (Hold down to increase pass power)	Left-click or Number pad 5	J
Shoot (while in the scoring area)	Right-click or Number pad 6	K
Dodge	Number pad 8	U
Special Move Shot	Number pad 4 + H + K Number pad 6 or Right [CTRL] + Right-click	
Special Move Dodge Left	Number pad 7 + Y + U Number pad 8	
Special Move Dodge Right	Number pad 9 + I + U Number pad 8	
Special Move Dodge 360° Loop	Number pad 7 + Y + I + U Number pad 8 + Number pad 9	

Combo Pass 1

Combo Pass 1	Number pad 9 + I + J Number pad 5	
Combo Pass 2	Number pad 7 + Y + J Number pad 5	
Combo Pass 3	Number pad 7 + Y + I + J Number pad 9 + Number pad 5	
Combo shot	Number pad 7 + Y + K Number pad 6	
Team Special Move	RETURN	SPACEBAR

Note: You can only perform a team-specific Team Special Move when you've collected the required Quidditch Cards.

Without the Quaffle

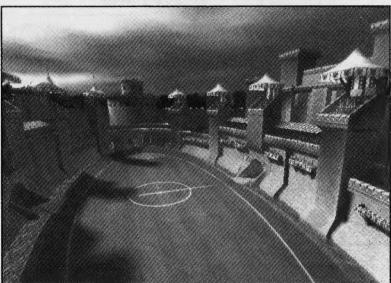
ACTION	PLAYER 1	PLAYER 2
Tackle (when in range of opposition Chaser)	Left-click or Number pad 5	J
Launch Bludger attack	Right [CTRL] or Number pad 4	H
Guide Bludger	↑↓←→	W/S/A/D
Special Move (Tackle)	Right-click or Number pad 6	K

Note: Certain of the above moves are not available until you have completed the respective Challenge at Hogwarts.

Quidditch for Beginners

Quidditch is like soccer in the non-magical world. Every wizard follows it. However, you may be unfamiliar with the rules of this most illustrious and ancient of sports. If you've not had a chance to read the popular book *Quidditch Through the Ages*, we've provided a brief overview for you here.

The Pitch



Since the fourteenth century, the Quidditch pitch has remained a regulation oval 500 feet long by 180 feet wide. A central circle, approximately two feet in diameter, is used by the referee as the 'release point' for the four balls that make up a Quidditch game (see below). At each end of the pitch is a 'scoring area', containing three posts supporting scoring hoops. These posts are known as 'goalposts'. The surface of the pitch is ordinarily made of turf, though in some countries, pitches of sand, ice and even water are employed, which changes the nature of the game more than one might first think!

The Balls

The modern Quidditch game employs four balls, detailed below.

The Quaffle



The Quaffle is used by both sets of Chasers to score 'goals' in the opposing team's 'scoring area', much like the round object used in the strange and slow-moving non-magical game, soccer. The modern Quaffle is a seamless, reddish, leather ball, twelve inches in diameter. The well-known wizard tome, *Quidditch Through The Ages*, describes the Quaffle as follows:

It was first colored scarlet in the winter of 1711, after a game when heavy rain had made it indistinguishable from the muddy ground whenever it was dropped.

If a Chaser gets the Quaffle through the hoop of the 'goalpost', his or her team scores ten points and the Quaffle is given to the opposing Keeper.

Controls Relating to the Quaffle

ACTION	PLAYER 1	PLAYER 2
Pass	Left-click or Number pad 5	J
Shoot (when within the 'scoring area')	Right-click or Number pad 6	K

The Bludgers

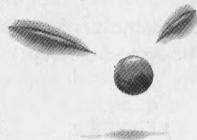


While the original Bludgers, or 'Blooders', were once charmed flying rocks, the regulation Bludger is now fashioned out of iron. Ten inches in diameter, two of these fast-moving objects are always present in a game of Quidditch. Bewitched to indiscriminately chase any player on the pitch, the Bludgers will ordinarily fly headlong at the player closest to them. As the only players on the pitch with bats, it is the Beaters' job to beat the Bludgers away from their teammates.

Controls Relating to the Bludgers

ACTION	PLAYER 1	PLAYER 2
To start a Bludger attack	Right CTRL or Number pad 4	H
To guide the Bludger	↑/↓/←/→	W/S/A/D

The Golden Snitch



The Golden Snitch is a walnut-sized 'ball' with wings. Charmed to evade capture for as long as possible, it is the fastest and nimblest of Quidditch balls. It is also the hardest to spot. It is the Seeker's role to search constantly for the Golden Snitch, while avoiding the charges of opposing players and the ever-present threat of a game-stopping (or even life-threatening) Bludger strike.

When the Seeker catches the Golden Snitch, the game ends and the Snitch-catching team is awarded one hundred and fifty points. This may or may not be enough to secure a victory, as some mathematically challenged Seekers have found to their cost!

- See the *Seeker Power Bar* on p. 11 and *Seeker Controls* on p. 11 to find out more about catching the Golden Snitch.

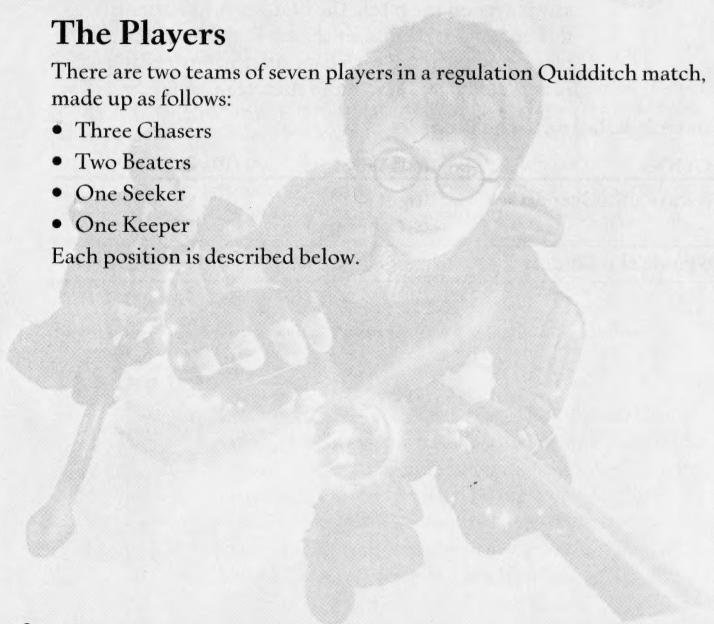
Note: There are stories of Golden Snitches avoiding the grasp of the Seeker for more than six months. Hopefully, you'll be quick enough to end a match before a month has passed.

The Players

There are two teams of seven players in a regulation Quidditch match, made up as follows:

- Three Chasers
- Two Beaters
- One Seeker
- One Keeper

Each position is described below.



The Chasers



The Chaser's position is the oldest in Quidditch, since the game once consisted of goal-scoring alone. The modern game specifies three Chasers per team. These individuals must possess a keen eye and a strong arm for the constant passing, catching and shooting necessary in their role. The Chasers set up play by passing the Quaffle to one another, while avoiding the tackles of the opposing team's Chasers. They should also be constantly aware of the ever-present threat of Bludger attacks. A successful Bludger strike inevitably causes the unfortunate Chaser to fumble and lose the Quaffle to the opposing team's Chasers.

The Chaser's overriding aim is to get the Quaffle through one of the three goalpost hoops in the opposing team's scoring area. If successful, ten points are added to their team's score.

Chaser Controls

ACTION	PLAYER 1	PLAYER 2
Pass	Left-click or Number pad [5]	[J]
Shoot (when within the 'scoring area')	Right-click or Number pad [6]	[K]
Quaffle control (push and hold in desired direction of pass or shot)	Mouse Movement	N/A
Dodge	Number pad [8]	[U]
Team Special Move Shot	[RETURN]	[SPACEBAR]

Note: Quaffle control is not available in 2-Player games.

The Beaters



Two bat-carrying players known as Beaters represent the main defensive aspect of Quidditch. As the only players allowed to wield a bat, they're kept busy beating speeding Bludgers away from their teammates, most notably the Chasers. When defending, they are often found launching Bludger attacks against the Quaffle-carrying opposing Chaser. It should also be noted that Beaters do not score goals nor do they handle the Quaffle.

Beater Controls

ACTION	PLAYER 1	PLAYER 2
To start a Bludger attack	Right CTRL or Number pad 4	H
To guide the Bludger	↑ ↓ ← → after pressing Right CTRL or Number pad 4	W S A D after pressing H

The Seeker



The Seeker's role has traditionally been filled by the fastest, lightest and most nimble of broomstick flyers. Almost always possessed of hawk-like sight and the ability to confidently fly one- or no-handed, the accomplished Seeker is totally at ease on his or her broom. It is the Seeker's job to search out – and catch – the Golden Snitch, a task that is by no means easy. Some games have been known to last over six months!

That said, the Seeker often snatches victory from the jaws of defeat. A successful catch of the Snitch means one hundred and fifty points for the Seeker's team. For this reason, the Seeker is often singled out for some attention – of the rougher variety – at the hands, shoulders and bats of the opposing team's players!

The Golden Snitch Bar

The best way to win a game is to catch the Golden Snitch. Throughout any Quidditch match, your actions – passing, dodging, and pulling off Special Moves – have an effect on the 'Golden Snitch Bar'.

This is the bar at the top of the game screen, showing two halves of a Golden Snitch drawing ever closer together. When they meet, you get an opportunity to take part in the Golden Snitch Chase, taking on the role of your chosen team's Seeker and perhaps winning 150 points!

- Whichever team has managed to gain more of the Golden Snitch Bar finds themselves in a much better position to be first to the Snitch and end the game...
- As the Golden Snitch Bar fills certain moves become available to you, see *Filling the Golden Snitch Bar* on p. 16 for more detail.

Tip: Try using frequent passes and lots of Combos to fill the Golden Snitch Bar more swiftly. That way, you'll have the upper hand when it comes to chasing down the Golden Snitch!

Seeker Controls

ACTION	PLAYER 1	PLAYER 2
Broomstick direction control	← →	A D
Broomstick boost	Left-click or Number pad 5	J
Barge other player	Number pad 4	H
Grab Snitch	Right-click or Number pad 6	K
Roll	Number pad 8	U

Seeker Power Bar

Tip: Keep a close eye on your Seeker Power Bar; you can't use the broomstick boost if it's empty! Follow the Golden Snitch's trail as closely as you can to refill the Seeker Power Bar.



The Keeper



In the modern game, the Keeper almost always stays within his or her team's 'scoring area', defending the goalposts from the attentions of the opposing team's Chasers. The Keeper's primary role is to stop the Quaffle from passing through any one of the three goalpost hoops. The more able Keepers may be adept at picking up a loose Quaffle and feeding it back to the Chasers to launch a swift and sure counter-attack. However, the real test of a Keeper is whether their nerve holds long enough to place themselves between the hoop and a rocketing Quaffle shot!



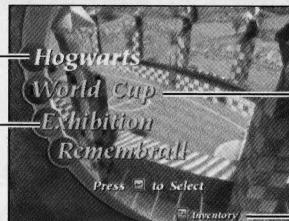
Beginning a New Game

Are you ready to begin your Quidditch career? A trip to Hogwarts will help you learn the basics of the favorite sport of witches and wizards. Before you can compete against the other Hogwarts house teams, you must complete the Challenges your teammates set for you.

When you first begin playing *Harry Potter: Quidditch World Cup*, you start at the Main Menu:

Highlight and select
HOGWARTS to begin
your tutorial Challenges
(See *Starting Your Career at
Hogwarts* on p. 14)

Select to take part in an
EXHIBITION match
against the computer or
a friend (See *Exhibition
Match* on p. 21)

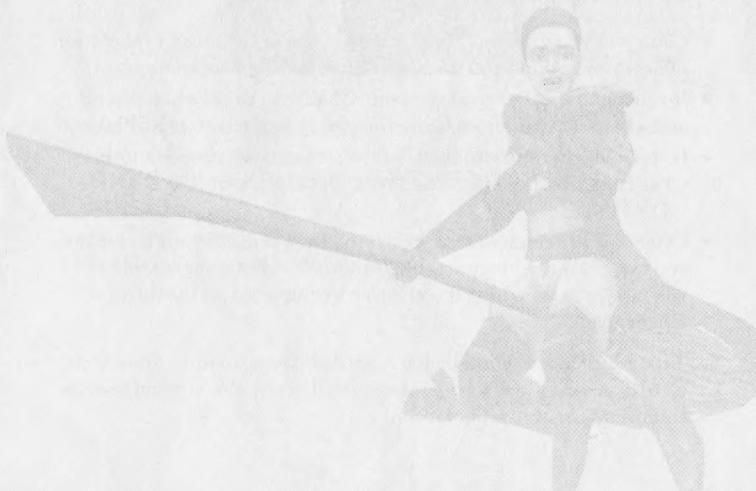


Once you've won the
Hogwarts Quidditch Cup,
you have a chance to take
part in the Quidditch
World Cup (See *Quidditch
World Cup* on p. 20)

Select the INVENTORY to
load a saved game, start a
new game, view Quidditch
Cards and check out a few
added extras (See *Inventory*
on p. 18)

- Use **[↑]/[↓]** to highlight an option and press **[RETURN]** to select it.

Tip: Other options might become available to more accomplished Quidditch players.



Starting Your Career at Hogwarts

1. From the Main Menu, press **↑/↓** to highlight HOGWARTS and then press **RETURN** to confirm your choice.
2. After a short introduction, the Team Select screen appears. Highlight your favorite house team using **□/□** and press **RETURN** to advance. The Challenges screen appears.



3. Press **□/□** to highlight a tutorial Challenge and press **RETURN** when you are ready to begin the Challenge. Then follow your teammate's instructions and do your best!

Note: Not all the Challenges are available to start with. Some are unlocked when you become more skilled at Quidditch. Red shields are available Challenges and grey ones are locked.

4. Once you've completed the Challenge, you are given an explanation of how you've done and the option of replaying the game.
- If you'd like another go at the same Challenge to get a better score and win more Quidditch Cards, use the **□/□** to select REPLAY.
- If you'd like to return to the Challenges screen to choose another Challenge, use the **□/□** to select CONTINUE or SAVE AND CONTINUE.
- Once you've demonstrated your Quidditch skills to your teammates, you can enter the Hogwarts Quidditch Cup. But remember that you may get a thrashing if you haven't completed all the tutorial Challenges.

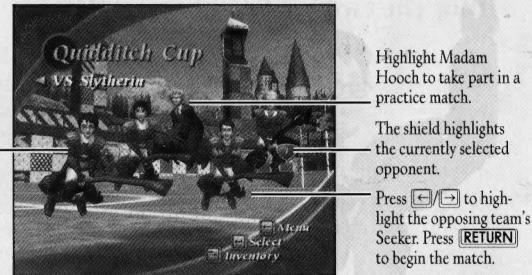
Tip: Excellence in Quidditch is rewarded. Trying to win a Quidditch Card or getting a new school record is well worth it! You could beat the team, house or even school record.

Hogwarts Quidditch Cup

Once you have convinced your Hogwarts teammates that you have the skills needed to take on one of the rival teams, you'll be invited to enter the Hogwarts Quidditch Cup. Plenty of practice in the Challenges will help once you go head-to-head with the best talent the other houses have to offer. The prize is more than simply beating the other houses, however. The successful team will have a chance to win a ticket to attend and watch the Quidditch World Cup!

- The Hogwarts Quidditch Cup is only available once you've been taught the basics of Quidditch in the Challenges section of the game.
- To practice some more, press **□/□** to highlight PRACTICE GAME or CHALLENGES then press **RETURN** to select.
- There may be some new Challenges for you to attempt.

Choose Your Opponent



Highlight Madam Hooch to take part in a practice match.

Highlight your team's Seeker to return to Challenges.

The shield highlights the currently selected opponent.

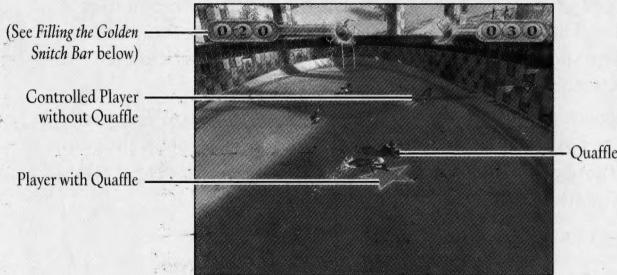
Press **□/□** to highlight the opposing team's Seeker. Press **RETURN** to begin the match.

Note: You may find some opponents are unavailable. That's because you haven't learnt enough about Quidditch yet. Complete the available Challenges, and then return to this area.

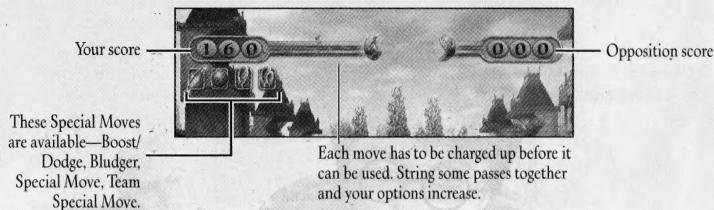
Note: A practice match is your chance to take on one of the other houses and tune your Quidditch skills.

During the Match

The game screen is where all the action of match day takes place. Quidditch is a fast-moving sport, so the following should help you stay up to speed with all that's happening:



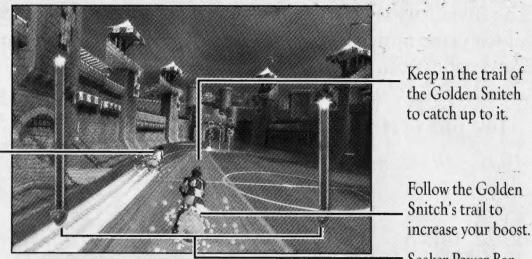
Filling the Golden Snitch Bar



As you play and build up your Golden Snitch Bar, moves become available. Watch out for icons appearing underneath the Golden Snitch Bar – they tell you what is available to use. Just remember that using these empties your Golden Snitch Bar, so you'll have to recharge it before pulling off another move.

- Once the two halves of the Golden Snitch join, the Golden Snitch Chase begins.

The Golden Snitch Chase



- Once you're within striking distance, press **Number pad [6]** or right-click to reach out and catch the Golden Snitch.

Tip: Stay in the center of the Golden Snitch's trail to fill up your Seeker Power Bar. Watch out too for other ways to fill your Bar.

After the Match

After the match, the Match Result screen appears detailing the match you have just played.

- If you lost the match why not try replaying the game? It's much more difficult to win the Hogwarts Quidditch Cup with a few early losses.
- Select **CONTINUE** or **SAVE AND CONTINUE** to advance to the League Table and then return to the Hogwarts Quidditch Cup screen to choose your next opponent or replay a Challenge.

Notes on the Hogwarts Quidditch Cup

- The team with the most points after all the house teams have played each other wins the league and can go on to support a National team in the Quidditch World Cup.
- You can replay any of the unlocked house teams at any point from the Hogwarts Quidditch Cup Screen if you want to try and better your score.
- Once you've won the Hogwarts Quidditch Cup with your favorite house team, why not try again as another team? Not only will this help you to become a real Quidditch ace, it'll also help you when you go to the Quidditch World Cup.

Inventory

The Inventory is where you should go to load and save your progress, adjust game options, view Special Moves and to view your Quidditch Card collection.

- Press **TAB** when you're not playing a Quidditch match to open the Inventory screen.



- See *Pause Menu* on p. 22 for details of the match day Pause Menu.

Quidditch Cards

Quidditch Cards are the key to experiencing everything *Harry Potter: Quidditch World Cup* has to offer. You can win these collectibles whenever you complete a Challenge and at other points in the game. It is no surprise to those of you familiar with the Hogwarts house system that excellence in Quidditch is highly rewarded, so make sure you do your best.

Tip: If you think you could have done better at a particular task or match, you can always replay the match or Challenge.

Viewing Your Quidditch Card Collection

- Press **TAB** when you are not playing a Quidditch match to open the Inventory screen.
- In the Inventory screen, press **□/□** to highlight **VIEW CARDS** and press **RETURN** to go to the Quidditch Cards screen.
- To find out what you need to do to win a particular Quidditch Card, check the on-screen text.

Quidditch Card Types

Quidditch Cards come in a number of varieties that can be won in various parts of the game:

Hogwarts

These cards are won at Hogwarts. Remember, if you don't play as every Hogwarts house team, you cannot win all the Quidditch Cards for that team. This might mean you miss out on some cool extra features!

Special

These cards are won in ways that cannot be detailed here. Remember, completing all sections of the game is rewarded.

World Cup

These cards can only be won at this year's Quidditch World Cup. Bear in mind, every international Quidditch team has cards to be won!

Tip: Collect Quidditch Cards to unlock loads of extra features, from the Quidditch World Cup and Special Moves to hidden areas and extra international teams.



Look for on-screen details for more on what you need to do to win each Quidditch Card.

Quidditch World Cup

Note: You have to win the Hogwarts Quidditch Cup before you can compete in the Quidditch World Cup.

With your reward from Hogwarts in hand, it's time to embark on the adventure to end all adventures: entry into this year's Quidditch World Cup! With the finest of world Quidditch represented, you can choose from nine top-flight national teams and guide them through the tournament perhaps to victory – if you're good enough on a broomstick!

Starting a Quidditch World Cup Tournament

1. From the Main Menu, highlight WORLD CUP and press **RETURN** to advance.
2. The Quidditch World Cup Team Select screen appears. Press **←/→** to choose your team, then press **RETURN** to select.
3. The Skill Level Select screen appears. Press **←/→** to choose a broomstick. The better the broomstick, the faster the competition will be.
4. The Fixture List screen appears showing the opposing team in your next match, as well as the day's other matches. Press **RETURN** when you are ready to start the match. Good luck!
5. When the match is over, the Match Result screen appears, giving you the match statistics and an option to replay.



Remember that every match counts so you may want to replay any matches you lose.

- Select RE-MATCH for the chance to have another go at getting a better score.
- Select CONTINUE or SAVE AND CONTINUE to advance to the Results screen and the next round of the tournament.

Tip: Losing matches will severely limit your chances of winning the Quidditch World Cup.

6. Once you've reviewed the Results and League Tables screens, it's time for the next match of the tournament.

Exhibition Match

If you know your broomstick from your toaster; if you're quick with the Quaffle; if you're a wizard at Special Moves, then the Exhibition match could be your thing. Play head-to-head against a team of your choosing or take on a friend in two-player mode.

1. From the Main menu, highlight EXHIBITION and press **RETURN** to select.
2. The Team Select screen appears. Player 1 should now press **←/→** to highlight their preferred team, then press **RETURN** to select.

Note: When Player 1 chooses a Hogwarts house team or an international team the opposition team can only be of the same team type.

3. Now select the opposition team in the same way.

Note: For a 2-player (2P) game, check out the Player 2 controls at the beginning of the manual.

4. The Skill Level Select screen appears. If Player 1 has enough cards, swifter broomsticks are available for selection. Press **RETURN** to advance.
5. The Stadium Select screen appears. If Player 1 has enough cards, more stadiums are available. Choose an available stadium, press **RETURN** and let the games begin!

Note: Hogwarts teams can only play at the Hogwarts stadium, either in winter or summer. National teams only play at International stadiums.

Pause Menu

The Pause menu lets you take a break from the heat and frenzy of a match, and adjust certain gameplay options, if you need to.

- Press **ESC** to pause the game and view the following options:

CONTINUE

Select to return to the match.

FORCE FEEDBACK

Select to turn Force Feedback ON/OFF.

QUIT MATCH

Select to end the match immediately and return to the Hogwarts Quidditch Cup screen (if at Hogwarts) or the Fixture List (if at the World Cup).

Options

Select Options in the Inventory to adjust various options in *Harry Potter: Quidditch World Cup*.

- Press **TAB** when you aren't playing a Quidditch match to go to the Inventory. Now, select OPTIONS to view the following options:

VIDEO

Select this option to adjust your Graphics Quality, FX Quality, Screen Resolution and Color Depth.

FORCE FEEDBACK

Select to turn Force Feedback ON/OFF. Highlight and select to change the audio and screen languages.

LANGUAGE SELECT

Highlight and select to choose from one of the available controller set ups and set up your game controller if you have one.

Saving & Loading

Saving a Game

To save your current game profile, access the Inventory via the Main Menu or by pressing **TAB** on all other menu screens.

1. Select the Remembrall and then highlight SAVE GAME and press **RETURN**.
2. The Save Game screen appears. Press **↑/↓** to select a slot and press **RETURN** to save.

Note: There are four save slots available. Saving a new game to a slot which already has a save will overwrite the previous save in that slot.

Loading a Game

To load a saved game profile, access the Inventory via the Main Menu or by pressing **TAB** on all other menu screens.

1. Select the Remembrall and then highlight LOAD GAME and press **RETURN**.
2. The Load Game screen appears. Press **↑/↓** to select your preferred save game profile and press **RETURN** to load it.

Note: If you load a previously saved game it will overwrite any progress you have made since the last time you saved.

Skill Levels

In the Quidditch World Cup and Exhibition Match modes, you can select different brooms based on your skill level. Only those players who have excelled can select the premier broomsticks.

Tip: If the best broomsticks are unavailable, it might be a good idea to try and collect more Quidditch Cards.

Comet 260

The Comet Trading Company's finest racing broom. Although starting to show its age, the Comet 260 is an extremely versatile model and a great first broom for the club Quidditch player.

Nimbus 2000

One of the Nimbus Racing Broom Company's most successful models. A highly reliable broom with a great turn-of-speed and exceptional handling. This is not a broom for beginners!

Nimbus 2001

The top of the Nimbus Racing Broom Company's range. Capable of previously unseen speed and control, the Nimbus 2001 is a world-class broom. Only experienced players need apply!

Firebolt

A state-of-the-art racing broom. Each component has been honed to aerodynamic perfection, giving the Firebolt unsurpassable balance, pinpoint precision and an awesome turn-of-speed.

Credits

For Electronic Arts

Production: Tony Casson, Nick Channon, Mike Cooper, Jeff Gamon, Caroline Hall, Justin Manning, Neil McEwan, Rob O'Farrell, Colin Robinson, Annabel Scott

Project Management: Sarah Boylan, Jon Lawrence, Lee Morse, Pete Samuels, Lol Scragg

Programming: Kris Beaumont, Paul Bostock, Oliver Castle, Ian France, Tim Green, Martin Griffiths, Mark Huntley, Dan Laviers, Tim McSweeney, Iain Melvin, Leon O'Reilly, Tim Swan, Rajan Tande, Matthew Whitton, Michael Willis, Alan Wright

Additional Programming: Matt Selby

Art: Chris Baker, Chris Battson, Simon Britnell, Drew Cattanach, Rob Corcoran, Peter De Meurichy, Ross Dearsley, Joe Groombridge, Ian Innis, Adam Jeffcoat, Andy Johns, Justin King, Nehar Kohli, Yukiko Konno, James Lipscomb, Mike Man, John Miles, Simon Parkes, Lee Robinson, Jason Smith, Lee Sullivan, Kelvin Tuite

Animation: Kama Dunsmore, Alex Godsill, Colin Graham, Michelle Hapke, Roger Liu, Sarah Taylor, Gary Welch

Audio: Adele Kellett, Nick Laviers, James Locke-Hart, Bill Lusty, Dave Newby, Jeremy Mayne, Jonathan Newman, Andy Shelley, James Slavin

Design: Matt Birch, Jez Harris, Guy Miller

Quality Assurance: Roger Alsop, Simon Arnold, Jonathan Arundale, Henley Bailey, Dave Beasley, Sam Birley, Tim Brayne, Toby Bushnell, Tristram Clark, Simon Chaney, Ross Coleman, Ben Craven, Jose De La Caudra, Andrew Dolan, Daniel Eade, James Early, Alex Gates, Dan Golding, Andrew Gordon, Nicholas Grover, Nicholas Haber, Paul Hoekstra, Jay Huckstep, Daniel Lau, Stephen Locke, Phil Maskell, John Massie, Dan McDonald, James McDonald, Michael Momoh, Rupert Moss, Dan Naylor, Stephen O'Neill, Alex Parson, Nick Pedersen, Michael Purchase, Tajinder Randhawa, Richard Sallis, Paul Sewry, Craig Stephens, Ian Turner, Kamal Uddin, James Wallis, Adrian Walters, John Welsh

Technical Compliance Group: Henley Bailey, Joseph Grant, Richard Hylands, Gary Kent, Marcus Purvis, Martyn Sibley, Darran Wall

Mastering: Wayne Boyce, Des Gayle, James Kneen, Matt Price, Sam Roberts, Vicki Rose

QA LIT: James Fry, Patrick Klaus, Andrew Luther, Julie Metior, Richard Offord, John Reynes

Localisation Testing: Florian Abegg, Claudio Almeida, Mateus Andrade, Sergio Antunes, Enrico Balducci, Peter Barkentin, Lionel Berrodier, Stefano Birarda, Bruno Boquin, Joel Borjel, Rebecka Carlsson, Carlos Cassemiro, Fausto Ceccarelli, Kevin Enos, Nick Falls, Thierry Fleuret, Martin Glass, Alejandro Gómez, Javier Gonzalo, Dave Groenendijk, Natasja Hagemeier, Saskia Helbach, Mattias Lönnqvist, Michal Mokranowski, Julio Monleón, Öyvind Nesdal, Bernd Niemietz, Sandra Picaper, Sebastián Picó, Hugo Rodrigues, Stephan Röhrlig, Frantisek Rouca, Manuel Rubira Ruiz, Fredrik Sigeman, Fiodor Tonti, Antonio Vaccarino, Sergio Vargas, Kim Verbon, Dirk Vojtilo

NA Product Manager: Anne Kain

NA Packaging Project Manager: Lauren Siegel

NA Documentation Layout: Big Idea Group, Inc.

NA Customer Quality Control: Travis Alger, Rick Arroyo, Anthony Barbagallo, Jason Collins, Lori Cox, Ben Crick, Adam Doyle, James Emming, Tiffany Exner, Eron Garcia, Jason Gorski, Craig Hiland, Richard Horan, Darryl Jenkins, Alex Joshi, David Kaplan, Ray King, Dave Knudson, Joseph Lee, Russell Medeiros, Anthony Ramos, Adam Rivera, Kyle Robertson, Joe Ruggiero, Matthew Salazar, Simon Steel, Rob Stiasny, Peter Wang, Adam Wong

NA CatLab: John Hanley, Dave Koerner, Dave Caron, Mark Gonzales, Angelo Bayan, Nicolas Field, Peter Reik

For Visual Sciences

Production: Russell Kay

Programming: Jonathan Ackerley, Daniel Brown, Ken Bygroves, Diane Capewell, Dan Collicott, David Cowan, Ken Cropper, Jonathan Dawson, Phillip Jones, Gillian McNab, Mike Rennie, Patrick Sinclair

Art: Chris Brineat, Gary Burley, Ross Burt, Ken Lacey, Gregor Maltman, Alan Nolan, Alan Redmond, Mark Traynor, Steve Tubritt

Special Thanks: Danny Bilson, Dan Blackstone, David Byrne, Chuck Clanton, Wayne Frost, Simon Harris, David Heyman, Pierre Hintze, Danny Isaac, Andy Kerridge, Steve Leney, Bruce McMillan, Chris Nuttall, Owen O'Brien, Neil Pettitt, Zoe Quinn, REAL Libraries Team, J.K. Rowling, Studio HR, Studio IT, Jan Tian, Rosalie Vivanco, Stuart Whyte

Music

Music Composed by: Jeremy Soule

Music Performed by: Jeremy Soule, Philharmonia Orchestra

Music Production: Audrey deRoche, Ross deRoche, Geoff Foster, Larry Kenton, Jill Streeter, Paul Talkington, Alan Wilson

"Messa da Requiem: Requiem"

Performed by Orchestre Philharmonique de Strasbourg

Composed by Giuseppe Verdi

Conducted by Alain Lombard

Courtesy of Warner Classics

By arrangement with Warner Strategic Marketing

(P) 1977 Erato Disques

"Messa da Requiem: Dies Irae"

Performed by Orchestre philharmonique de Strasbourg

Composed by Giuseppe Verdi

Conducted by Alain Lombard

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Warner Bros. Interactive Entertainment

Production Team: Brett Skogen, Louise McTighe

Marketing Team: Marielle Henault, Susannah Scott

Project Manager: Geraldine Wong

Brand Assurance Team: Moira Squier, Lisa Singer, Amber Fredman, Xochitl Ruiz

Special Thanks: Philippe Erwin, Scott Johnson, David Binnie, Jason Ades, Heidi Behrendt, Eric Bram, Jim Molinaro, Alyson Ruppel, Gary Sheinwald, Sandy Yi, Bethany Pearlman, Eric Lewis, Emma Rodgers, Catherine Trillo, Niki Judd, Eloise Kay, Robin Blackburn, Sarah Booth-Henry, Diane Nelson

Electronic Arts Europe

Software Localization Manager: Isabelle Martin

Localization Project Manager: Sandra Picaper

European CQC Operations Manager: Linda Walker

European CQC Test Manager: Jean-Yves Duret

European CQC Supervisors: David Fielding, Ben Jackson

European CQC Project Leads: Andrew Chung, Paul Richards, Dean Choudhuri-Bennett, Paul Davies

European CQC Senior Testers: James Bolton, Alan Drew, Tim Goodchild, Tony Hopkins, Andrea Iori, Jamie Keen, Gary Napper, Ian Smithers

European CQC Platform Manager: James Featherstone

European CQC Platform Specialists: Ashley Powell, James Arup, James Norton, Tim Wileman, Charles Hewett

Documentation: James Lenoël, Rob Amos

Production Manager: Jane Luckraft

Account Executive: Joanna Taylor

Production Planner: James Truter

Documentation Layout and Translation Coordination: Abdul Oshodi

Studio Ops: Martin Hammond, Anne Miller, Phil Jones

European Marketing Manager: Alex Bertie, Miles Beeson

Need Technical Support? Please see the enclosed Install Guide for technical support information.

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